[/sdcard/.ethanon/gs2dlog/GLES2Video.log.txt]
Creating shader context...
StartApplication...
Info: default.vs default shader created successfully
Info: default.ps default shader created successfully
Info: fastRender.vs default shader created successfully
Info: optimal.vs default shader created successfully
Info: modulate1.ps default shader created successfully
Info: add1.ps default shader created successfully
High floating point fragment shader precision is not supported
Application started...
Info: ETHShaderManager::ETHShaderManager: no lighting profile
Info: Verdana20_shadow.fnt bitmap font created.
Info: Averia64.fnt bitmap font created.
Info: Averia48.fnt bitmap font created.
Info: Averia32_bold.fnt bitmap font created.
Info: Symbols36.fnt bitmap font created.
Info: Crusade128.fnt bitmap font created.
Info: Crusade172_numbers.fnt bitmap font created.
Info: Application resources destroyed